Game UI/UX designer

Preferred Qualifications:

5+ years experience as a game or systems designer with multiple games shipped

Experience mentoring and developing senior, mid, and associate systems designers

Understanding of multiplayer game modes and core gameplay systems

Leadership experience for feature teams across various disciplines to execute on design

Experience taking feedback from directors, leads, and other developers to iterate and improve on designs

Experience analyzing best practices for gameplay systems based on a specific game

Experience working in a live game situation with constant updates and new content

Effective communication skills

Well-developed problem-solving skills

Working knowledge of some industry scripting tools